PRIMA OFFICIAL GAME GUIDE

FOR THE PS2, PS3, PC, Wii, XBOX 360

THE GOLDEN COMPASS™

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Wisdom

Iorek's perfectly capable of unleashing complex attacks on enemies. To do so, press the Slash button repeatedly to unleash devastating slash combos.

By pressing the Slash button three times, Iorek will strike enemies with an amazing uppercut slash. Press Slash four times to finish off foes with a fierce four-hit combo!

Grab Attacks

Action	Xbox 360 Command	PS3 Command
Grab	Ⓧ+ Ⓐ	■ + ✕
Spin attack	After grabbing enemy, press Ⓧ+ Ⓐ	After grabbing enemy, press ■ + ✕
Whip attack	After grabbing enemy, press Ⓧ	After grabbing enemy, press ■

Iorek can also deal with some rivals by tossing them around like rag dolls. Approach an enemy and press the Slash and Block buttons simultaneously to grab the enemy in Iorek's crushing grasp.

While the enemy's in your grasp, either press the Slash and Block buttons again to spin the enemy around and toss him, or press the Slash button to whip him over your head back and forth until he can't take any more punishment.

Evade and Deception Events

Rather than engage in combat like Iorek, Lyra prefers to evade enemies. Similarly, rather than use force to arrive at a desired end, Lyra would rather use her quick wit and silver tongue.

Wisdom

Evasion and Deception events can be affected by collectables you've acquired along the way. To know what each collectible does, skip to the "Pickups and Collectables" chapter.

Evade Events

Evade events are situations where Lyra engages the enemy in battle but evades the rival's attacks. When an enemy attacks, pay very close attention to the onscreen prompts in order to dodge the incoming blow.

When you do, the attacker slips, speeds, or tumbles past Lyra and injures himself in the process. Keep a close eye on the attacker's challenge points (shown in a guage on the right of the screen), however, as that is the only way to know how many successful evasions it takes to bypass a dangerous adversary.

If you don't follow the evasion prompts fast enough, the enemy will grab you. Quickly follow the onscreen prompts to perform a grapple evasion, and your attacker will let you go.

Deception Events

Deception events are a lot less dangerous than Evade events because they are completely conversational. In a Deception event, you must complete short, challenging minigames in order for Lyra to convincingly deceive whomever she is talking to.

Sometimes she must get information, and sometimes she must get past a particular person. Your success at the Deception minigames will determine Lyra's success (or lack thereof) at the Deception event. The following pages provide a short description of each Deception minigame with tips on how to succeed.

The key to winning the Deception minigames is to complete the task and fill up your Progress bar before the timer runs out. When you start the game, your Deception meter will be yellow (neutral). If your Deception is successful, the meter will turn green (persuaded). If your subject resists Deception, the meter will turn red.

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The Cast

Adventurers: Player-controlled

Lyra Belacqua

Lyra is a 12-year-old girl who's been raised by the scholars of Jordan College at the behest of her mysterious uncle, Lord Asriel. Headstrong, rebellious, and willful, Lyra is skilled at deceit and yet is seemingly innocent. Unfortunately, Lyra's carefree existence comes to an end after numerous children, including her best friend, Roger, mysteriously begin to disappear.

Iorek Byrnison

An ice bear, or Panserbjørne, Iorek was the rightful king of the far northern island of Svalbard—that is until his rival, Ragnar Sturlusson, plotted against him and caused his exile. Lyra helps Iorek get his armor—made of sky iron—back, and he devotes himself to her cause. Like many of his kind, Iorek possesses incredible strength and is an expert metalsmith.

As the rightful leader of the Panserbjørne, Iorek's great strength is an extremely valuable asset to Lyra on her adventure. His powerful paws and razor-sharp claws can pound enemies into submission with little effort.

Pantalaimon

Regardless of her unfortunate circumstances, Lyra always has her trusty dæmon, Pantalaimon (Pan), at her side. Pan is a wily and level-headed creature. He's protective of Lyra and will go to great lengths to keep her safe.

Pan's transformation ability allows him to take the shape of different creatures, each with its own special talent. As such, he proves to be Lyra's most valuable companion on her journey.

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Pickups and Collectables

Pick-ups

The following objects are available as pick-ups. You use these items as soon as you pick them up. They can't be collected for later use.

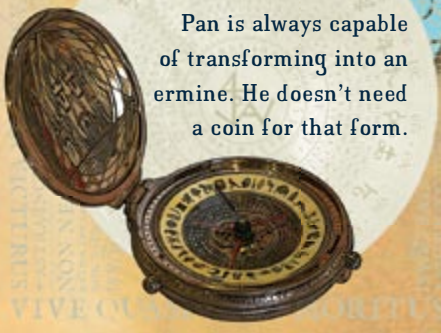
Courage Orb (Lyra)

This fills Lyra's Courage meter. When Lyra picks up an orb, it fills one of the three Courage slices above her Courage meter. When all three slices are full, Lyra earns a Courage Point in her Courage meter.

Sloth, Hawk, and Wildcat Coins (Lyra)

Picking up one of these will grant Pan a particular transformation ability. There are three coins total: hawk, sloth, and wildcat.

Wonders



Pan is always capable of transforming into an ermine. He doesn't need a coin for that form.

Bloodmoss (Iorek)

Bloodmoss is a medicinal herb that treats wounds. By picking this up, Iorek's wounds are healed and his health is restored.

Sky Iron Armor (Iorek)

Sky Iron armor—a Panserbjørne's most prized possession—is a rare armor worn by the Northern bears. Pick these up to add protection to Iorek's health. After you pick up Sky Iron armor, enemies will have to break through Iorek's armor before they can take chunks out of his health.

Full Rage Icon (Iorek)

Picking up one of these completely fills Iorek's Rage meter, allowing him to release a devastating Rage attack. You might also encounter Rage Icons; these will only fill a portion of Iorek's Rage meter.

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The Alethiometer (aka the Golden Compass)

Instead of true north, the Alethiometer's needle seeks truth itself. The device's face is divided into 36 arcane symbols, each of which may convey a variety of meanings in combination with any of the others and based on the subtleties of the swinging needle. By setting the three dials on the side, one can ask any sort of question imaginable. Reading the Alethiometer is difficult—so difficult, in fact, that no one possesses the ability, except perhaps Lyra.

Using the Alethiometer

You cannot use the Alethiometer without first having the most important component of the process—a question. To divine an answer to a question, open the journal and flip to the "Questions" chapter. Scroll to the question you'd like to answer and select it.

When the Alethiometer pops up, it gives you three words (or meanings) that pertain to your question. Match the words to their respective symbols (any 3 of the 36 along the Alethiometer's outer ring) by pointing the Alethiometer's three red hands at the symbols you've chosen.

For example, if you're given the word "Cunning," set one red hand to the Serpent symbol, as it represents Cunning. After matching all three meanings with their respective symbols, press the Accept button. The Alethiometer will then verify the symbols and their meanings. If you choose the wrong symbol, you can try again.

After you've accurately paired all three meanings with their respective symbols, you can then divine the answer to your question.

The final phase of answering an Alethiometer question is to press the onscreen prompts while focusing your attention on the compass's center. Maintain the Focus Cursor at the compass's center as it slips and slides around the compass face. When the button prompt appears, press it. Do this three times to get your answer.

Wisdom

The closer you keep the cursor to the center, the longer the button prompts will stay onscreen.

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Prelude

Tundra

Our adventure picks up in the frigid North. Lyra, Pan, and Iorek brave the frozen mountains and biting winds of the tundra. They're pressing forward, past harsh weather and terrible terrain.

They're in Samoyed territory, in search of a missing boy. Wolves chase Iorek and Lyra, who manage to fend off a rabid pack. Still, they must press on.

On the Hunt

Proceed along the snow-laden mountain path until you reach a small gap in the ice sheathe. Leap over the chasm toward the large ice island. On the small gap's other side, veer left toward the large derelict ship crashed along the icy waters.

Climb atop the ship and leap off its starboard side. On the shipwreck's other side is a lot more snow.

As you land back on the sturdy ice sheathe, turn right and storm toward the large ice mounds in the distance.

Checkpoint

On the ice mound's other side is another rabid pack of wolves. They gather around, gnashing their teeth and snarling, anticipating your arrival. Don't disappoint them. Leap over the next chasm—this is a large one. Don't hesitate upon landing. As Iorek's paws land on solid, frozen ground, immediately attack! Launch at the wolves and ram the pack's center. When you make contact, the pack scatters. Turn around and finish off the wolves one at a time.

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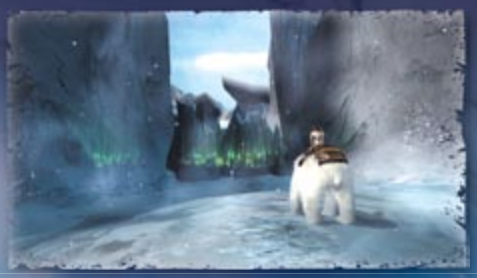

After defeating the pack of wolves, the mysterious green force field barring the large stone blockade ahead disappears; slash at the stone debris until it is gone, clearing the path ahead.

Farther along the frosty path, another pack of wolves awaits. As you approach, they rush out and attack. By now you've filled your Rage meter; unleash a Rage attack on the wolves as they circle around you. As they stumble back from your initial attack, isolate each wolf and finish it off with combination strikes.

Wisdom

You don't have to destroy the debris ahead, but doing so begins to refill your Rage meter.

Ramble farther along the mountain path until you reach a high peak overlooking a small Samoyed camp below. Fires burn and smoke billows out of the camp's center, signaling a Samoyed presence.

The screen goes black after a short cutscene that pans over the camp below. When the black fades and the screen clears up, you're standing directly in front of a large cavern.

After spying on the camp below, explore the large dark cavern ahead. Gather the bloodmoss just inside the cavern's entrance and heal your wounds.

When you reach the cavern's end, carefully approach the ledge. Slowly drop from ledge to ledge (there are five) until you're back on solid ground.

Head toward the next large gap and make a daring leap over it. Upon landing, slowly move along the mountain ledge. Just ahead are several bear traps strewn along the path. You can either swat them shut with your paws or navigate around them. There is no benefit to snapping them shut, so it's best to avoid them for now. However, if you want to sharpen your agility, go ahead and shut them.

After passing the first smattering of bear traps, leap over a large gap. On the other side is another small group of bear traps and a few bushes of bloodmoss. Heal your wounds and carefully bypass the bear traps to avoid incurring damage. Make one final leap over another small gap and prepare to wage war against a pack of wolves.

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Warning

If you miscalculate your jump, you can accidentally fall into the gap and meet with a most unfortunate end.

Checkpoint

Run and gain speed as you explore farther along the icy landscape. As you blast forward, watch the path ahead for a pack of five wolves. Just as you're about to collide with the pack, press the Slash button to ram them head-on.

After scattering the pack, focus on the closest wolf and thrash him. Finish off the remaining wolves with powerful combos, making sure to block if they attack two at a time.

After battling the wolf pack, gather the bloodmoss to heal your wounds, then continue on your quest.

Just beyond the bloodmoss and fallen wolves is a large rocky blockade. As you examine it, the ground gives way and you fall paws-first into a long, glittering tunnel made of ice. A long ice-blue pathway stretches ahead, and the walls around you shimmer with the water's reflection from below.

When you tread deeper into the tunnel, it's clear that the path is anything but stable. Cracks adorn the icy walkway, and large ice pillars threaten to fall onto the path ahead.

As soon as you set paw to snow, the path begins to crumble. Jump into full gallop and utilize your monstrous gait to stay ahead of the crumbling ice. Maintain full speed and leap over the broken ice onto soft and stable ground. The first platform you land on is solid. Back up and gain a bit of speed to clear the next gap.

Upon landing, continue running at full speed while the ground crumbles once again. Watch the precarious ice pillars ahead as you drive deeper into the tunnel. Two pillars fall, one after the other, and threaten to send you headlong into the water below. Don't break stride. Leap over the fallen pillars and continue dashing deep into the tunnel. After clearing the second fallen pillar, you're back on stable ground.

Warning

If you falter at any point along the crumbling pathway, you'll meet your end at the bottom of the tundra's uninviting waters.

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Secrets

Symbol Meaning Locations and Objectives

Jordan College

SYMBOL MEANINGS

Symbol	Meaning	Objective
Apple	Knowledge	Finish previous level
Alpha/Omega	Process	Pick up on ledge above corridor's entrance
Candle	Learning	Hit all three scholars with peach pits
Crocodile	Rapacity	Pick up after first encounter with Fra Pavel
Serpent	Evil	Deceive Fra Pavel
Cornucopia	Autumn	Deceive the tutorial servant a second time

London

SYMBOL MEANINGS

Symbol	Meaning	Objective
Thunderbolt	Fate	Finish previous level
Madonna	Motherhood	The last pick up gained from jumping on Lyra's bed
Baby	The Future	Hit the monkey every time with the vase
Dolphin	Water	Find the tub stopper downstairs and fill the tub with water; then use Pan's ermine insight on the dolphin toy
Marionette	Obedience	Use Pan's ermine insight on the marionette in the drawing room
Tree	Firmness	Use Pan's ermine insight on the tree outside the window in the south corridor (the one closest to Lyra's room)
Owl	Night	Use Pan's ermine insight on the owl on the balcony
Apple	Vanity	Use Pan's ermine insight on Lyra's vanity
Walled Garden	Innocence	Pick it up after going out to the balcony

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Diary of an Inside Man

From the Blog of David "Asset Wrangler" Allen

My name's David Allen, and I am a very lucky guy. I'm an ordinary bloke with an extraordinary job. I have, to the best of my knowledge, one of the best jobs in the world. That's a big statement to make. I might not rock in a band or play pro football, but for someone with no musical talent or ball skills, this runs high on the list.

My job has taken me on an incredible adventure, journeying from Oxford, England, to the frozen waters of the Arctic. Along the way, I've ridden in zeppelins, air balloons, and sleds. I've seen witches flying en masse through frozen skies and [have] heard armored fighting bears talk. I even sat on the throne of the king of the bears. I've held an actual truth-telling Alethiometer in my hands and followed in the footsteps of an unknowing hero [who has] the weight of the world on her shoulders.

I've managed to do all of this in the space of just a few square miles in Shepperton Film Studios on the outskirts of London, England. This is largely because New Line Cinema has invested a rather large amount of money in bringing to life the first of British author Phillip Pullman's *His Dark Materials* trilogy of books, *The Golden Compass* (aka *The Northern Lights* in Great Britain).

For those of you not familiar with the book (check out the online theatrical trailer for the upcoming movie version starring Nicole Kidman and Daniel Craig if you haven't already), *The Golden Compass* tells of an unforgettable journey into an alternate universe filled with elaborate twists and fascinating characters.

You'll follow the harrowing exploits of Lyra, the young protagonist, on a quest to rescue her imprisoned uncle and mysteriously kidnapped best friend. Joining Lyra along the way is her animal dæmon, Pan, as well as a badass bear, Iorek, and the mysterious Golden Compass—a truth-telling device that will help lead the way. This compass is actually called an "Alethiometer," and when I held it in my hand, it told me you were going to love this diary series.

SEGA is making the official *The Golden Compass* video game set to release alongside the movie later this year. Which is lucky for me, because I get to be SEGA's official asset wrangler. You may be thinking, "What's an asset wrangler?"

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Written by Fernando Bueno

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Special thanks to Suzanne Goodwin for all of her hard work and effort.

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Fernando "Red Star" Bueno has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and Art History, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *50 Cent: Bulletproof*, *Prince of Persia: Two Thrones*, *AND 1*, and *Stubbs the Zombie*.

In his off time he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, Thomas Mann, and EGM. When not writing for Prima, he continues to perfect his craft as a poet.

We want to hear from you!
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